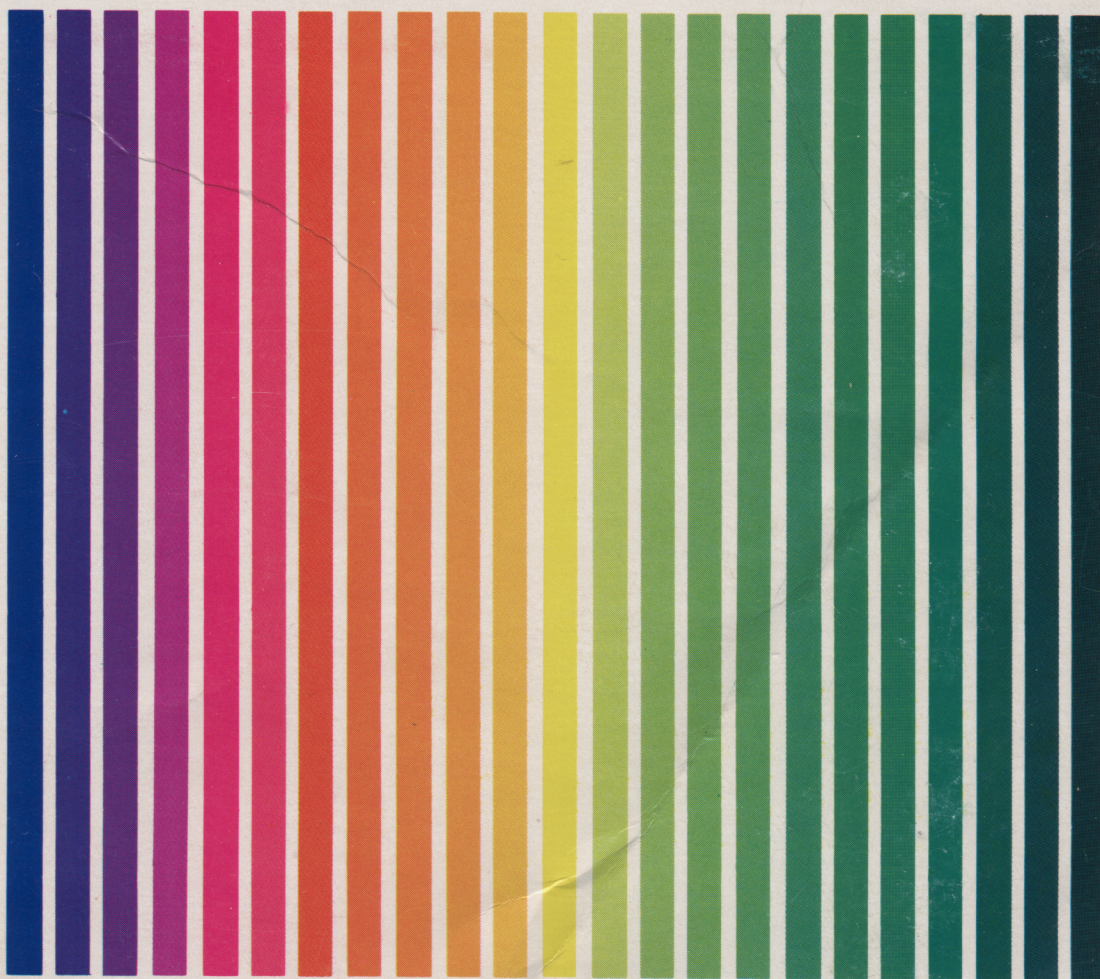# APX

ATARI® PROGRAM EXCHANGE

Scott Ludwig

CATERPIGGLE

Devour the serpents crawling through a maze

Cassette: 16K
(APX-10194)
Version 1

Diskette: 24K
(APX-20194)
Version 1

Edition A

User-Written Software for ATARI Home Computers

Scott Ludwig

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by

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Program and manual contents ©1982 Scott Ludwig

Distributed By

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Introduction

Overview

You're about to embark on an exciting chase through an intricate maze! You're the Caterpiggle, and you're trying to devour the long marauding snakes that move every which way.

You have to be crafty to outwit the snakes. You use your Joystick Controller to maneuver Caterpiggle in pursuit of them. Sometimes they grow longer by segments, even while your Caterpiggle is eating them. If you have your Caterpiggle attack a snake in the middle, the two halves can go in different directions. Sometimes segments break off and drift away. Even after he has eaten them, they give Caterpiggle trouble, because they slow him down while he's digesting them.

If the pesky snakes aren't enough, you have to be on your guard against the vigilant Serpent Security force. These three creatures roam the maze, and if your Caterpiggle collides with one of them, he's doomed, for the time being. He has a chance to take vengeance on Serpent Security if you maneuver him skillfully enough; if he's eating a snake while a patrolman is touching it, the patrolman vanishes with the snake.

Your Caterpiggle has three lives at the start. Each time he polishes off all the snakes on the screen, he goes to a new level. The snakes grow longer and move faster, and Serpent Security becomes more ruthless and efficient. On each level, you have a chance to earn more points, too, and finally a new life for your Caterpiggle.

You'll enjoy Caterpiggle's theme song and the other little tunes that play for special occasions. One consoles you when your Caterpiggle gets zapped, and another cheers you when you move up a level.

On the higher levels, advanced players meet a tougher challenge. Here's a chance to strategize and build up high scores.

Required accessories:

One ATARI Joystick Controller

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

Contacting the author

Users wishing to contact the author of CATERPIGGLE may write to him at:

        601 Signer Blvd.
        Hickam AFB, Hawaii   96818

Loading CATERPIGGLE into computer memory

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack of your computer console.

3. If you have the cassette version of CATERPIGGLE:

    a. Have your computer turned OFF.

    b. Turn on your TV set.

    c. Insert the CATERPIGGLE cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

    d. Turn on the computer while holding down the START key.

    e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory.

If you have the diskette version of CATERPIGGLE:

    a. Have your computer turned OFF.

    b. Turn on your disk drive.

    c. When the BUSY light goes out, open the disk drive door and insert the CATERPIGGLE diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

    d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

The first display screen

After CATERPIGGLE has loaded into computer memory, the maze displays. Snakes move rapidly and randomly through its paths, and Serpent Security is on patrol. One Serpent Security patrolman looks like a moth or a beetle, one is a moving three-chambered creature, (000) and the third is an S-shape that moves from side to side.

Turn up the volume on your TV to hear Caterpiggle's theme song (written by Carl Maschmeyer).

Playing CATERPIGGLE

Selecting the first difficulty level

The game starts at Level 1, unless you prefer to start at a higher and more difficult level. If you do, press the SELECT key, and "Level:02" displays at the bottom left of the screen. Each time you press the SELECT key, the screen changes color and the level goes up one more, as far as ten. (The next time the number of the level returns to one.) Continue until the level you want appears on the screen.
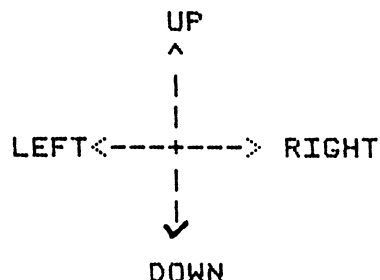
Starting

Hold your joystick so that the red button is at your upper left, toward the TV screen. To start a game of CATERPIGGLE, press the red joystick button or the START key.

One snake emerges in the lower left part of the maze. Your Caterpiggle is secure in a box in the middle of the maze. Serpent Security Patrolmen have their own boxes at the top of the screen. When you move your joystick away from you, toward the TV screen, your Caterpiggle charges out of his box and upward into the maze. Serpent Security moves into action, too.

Controlling your Caterpiggle

You maneuver your Caterpiggle by moving the joystick. Moving it up, toward the TV screen, sends Caterpiggle up the maze, and moving it toward you sends him down. Your joystick also directs him to the right and left, as in the following diagram:

```
              UP
              ^
              |
              |
LEFT<---+---> RIGHT
              |
              |
              v
             DOWN
```

If your Caterpiggle goes out through the gate at the bottom of the screen, he immediately emerges at the top gate. Conversely, if he goes out the top gate, he turns up at the bottom.

Pausing and Restarting

You can freeze the game by pressing the SPACE BAR. To resume action, press any other key. The game resumes exactly where you left off. If you want to start over, press the START key.

Snake segments

Your Caterpiggle's goal is to eat the snakes, which are made up of segments. If Caterpiggle bites into the middle of a snake, the two halves separate. Sometimes individual segments break off and float around the maze. The only way to get to the next level is to chase down and devour all the snake segments.

Your Caterpiggle has to digest all the snake segments he consumes. Sometimes this slows him down, so don't be surprised if a segment drifts away from the jaws of your Caterpiggle. He just can't take in any more for the moment. At the higher levels it takes longer and longer for him to digest the snake segments.

Levels

You move to higher levels as long as you still have a live Caterpiggle available.

Each time your Caterpiggle devours all the snake segments on the screen, you move up a level. The snakes grow longer and faster, and Serpent Security is more threatening. Of course, you also earn more points for the segments your Caterpiggle consumes.

The game, and the strategy required, change subtly as you move into the higher levels. If you can get to the eleventh level, you're an expert! After that, Serpent Security doesn't get much trickier.

Lives

When you start to play, your Caterpiggle has three lives. Your three Caterpiggles display in reserve at the bottom of the screen, below the maze. If Serpent Security zaps your Caterpiggle, you resume your pursuit with one of your spares. After you use up all three of Caterpiggle's lives, the game ends.

Each time you score 10,000 points, you earn a bonus Caterpiggle.

Serpent Security

Of course, you want to keep your Caterpiggle out of the clutches of the three Serpent Security patrolmen. But as you grow more skilled, you can go on the offensive and attack Serpent Security. The patrolman must be touching a snake segment at the same time he's touching you. It's dangerous; if your Caterpiggle is moving vertically when you try this move, the patrolman is likely to zap him. But if you're successful, there's 500 points in it for you.

One good strategy is to move your Caterpiggle horizontally while you're eating a snake that's touching a patrolman. This increases the likelihood of success for your aggressive Caterpiggle.

Escaping

On the higher levels, when Serpent Security is chasing you at full speed, use the paths at the top or bottom of the maze to make a quick getaway.

Scoring

Your current score displays at the bottom left of the screen, and your high score for this session displays at the bottom right.

On level 1, you earn 40 points whenever your Caterpiggle eats a snake segment. The points and the number of snake segments on the screen increase with each level. Each segment is worth 10 points more per level (up to a maximum of 150 points), and there are five more segments to consume per level.

If your Caterpiggle successfully attacks a patrolman from Serpent Security, you earn a 500-point bonus.

High-level strategy

The strategy for Levels 11 and up is different. The following hints might help you. First, the snakes move faster and faster to a maximum at Level 17. Position your Caterpiggle against a wall when a snake is headed towards you. The snake just feeds itself into the jaws of your Caterpiggle.

Another challenge on the higher levels is the increased digestion time for your Caterpiggle. As you set out to eat a long snake, segments break off and drift around the maze. Try to avoid cluttering the maze with these detached segments, because it's hard to chase down each one later. One method is to eat only a few segments at a time. If you do find yourself pursuing a lot of individual segments, remember to use the escapeways at the top or bottom of the screen. Serpent Security doesn't slow down just because you do!

Author's note

Have fun playing CATERPIGGLE, and send me your high scores! I'd like to hear them!

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APX programs, ask your ATARI retailer
for the APX Product Catalog**

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

_____

_____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

_____

STAMP

ATARI Program Exchange
P.O. Box 3705
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